USER STORIES

Definitions:

* Modifier- a user that has the desire and ability to modify the games original content with their own custom content. This can include characters, levels, background, etc.

College: The Game

1. Play game - As a player I want to play a vertical scrolling shooter game about navigating the computer science major at A&T
   1. Launch the game
   2. Start a new game from the main menu screen
   3. Be entertained
2. Move character - As a player I want to press the arrow keys so that my player will move
   1. The up, down, left, or right arrow keys on the keyboard must be pressed
   2. Character must move based on keypress
3. Attack enemies - As a player I want to press the spacebar so that my player will attack its enemies
   1. Press the spacebar
   2. Projectile spawns and shoots from character/weapon
   3. If the projectile collides with an enemy, it loses health points or disappears if health points is 0
4. Earn points - As a player I want to earn points because I want the game to be competitive and to see a progression of my skills
   1. Player must shoot enemies and/or collect pickups
   2. Based on what was picked up, player’s overall score increases
5. Load mods - As a modifier I want to load mods into Unity because I have created custom content that I want to play
   1. Choose mod loader from main menu
   2. .mod file should be located and selected in user’s File Explorer (Finder for Mac users)
   3. Mods should be unpackaged
   4. Custom content will be available for spawning in to the game
6. Health depletion - As a player, I want my health to decrease upon enemy attacks to make the game for competitive
   1. Enemies shoot at the player
   2. If the character is struck it’s health is depleted or player dies when health points is 0

The Lab - GUI game editor

1. Modify the game - As a modifier I want to create my own assets to replace the games default assets and customize the game to my own needs
   1. A list of modifiable options for specific objects must be provided (Character’s speed, sprites, etc.)
   2. Change values as desired
   3. Save changes
   4. The actions I set are carried out by the entities to which they are assigned within the game